

**ABSTRACT OF THE DISCLOSURE**

[0064] The computer graphics system is configured to generate a shadow effect with a stencil shadow volume method using a combination of compressed and uncompressed stencil buffers in coordination with compressed and uncompressed depth data buffers. An uncompressed stencil buffer is capable of storing stencil shadow volume data for each pixel and a compressed stencil buffer is capable of storing stencil shadow volume data for a group of pixels.